

# RATE OF FIRE

The Newsletter of the Paddington Bears ASL Club



Issue 16

**Winter 2000**

## **Rate of Fire**

### *The Newsletter of the Paddington Bears ASL Club*

This newsletter is dedicated to the play of Advanced Squad Leader ©, and the players and news of the ASL community in Australia.

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I would also encourage players everywhere to take several copies to local game stores to be provided **Free of Charge** to any interested gamers.

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To make a submission, send your piece either by email or by mail me. I will return any item with comments I feel needs more work. Otherwise, I will refer the item to an independent proofreader and reviewer to check that the item is substantially correct and readable. It will then be included in the next appropriate issue.

There is no particular size limit for Rate of Fire, I will issue what I have. Given sufficient submissions, I may make an attempt to do Special interest issues, grouping submissions by subject.

From time to time I will request players to write articles for the newsletter. Please consider these as "my last editorial demand" to paraphrase a famous German leader

**Mark McG (Editor)**



## **CONTENTS**

Paddington Bears AGM Report p.3

***Tips from a Speedster*** p.4  
by Mark McGilchrist

**TACTICS ASL Tournament** p.6  
by Steve Groves

ANZACon 2000 Report p.6  
by Richard Weiley

The US Army at War p.10

In praise of the Sherman Tank p.14  
by Mark McGilchrist

**ARRACOURT HISTORICAL NOTES** p.15  
(exerpt from Hugh M. Cole)

**ARRACOURT Designer Notes** p.21  
by Mark McGilchrist

**ANZAC Scenario Design Competition** p.24

## **FOREWORD**

Hi,

In the spirit of focussed issues, I thought that this issue would focus on the much maligned, often underrated and butt of many jokes, the United States Army. Although hardly regarded in ASL or common folklore for it's bravery, the U.S. Army was probably the most technically innovative and mechanized Army during WW2, indeed the United States provided much of the mechanization for Britain, Free French units and the Russian forces as well.

In addition, the U.S. Army was capable of some tactical remarkable sophistication, taking full potential from their material, and educational advantages. The un-regarded Sherman tank, which was at a severe disadvantage to a Panther tank on a one to one basis coped far better when confronting the Germans tanks at 5:1 or even 20:1 odds when Patton's 3<sup>rd</sup> Army crossed France.

In this issue I look at on of the U.S. Army's finest hours, the large armoured battles around Arracourt, where the U.S. 4<sup>th</sup> Armoured Division convincingly defeated the Wehrmacht. The Arracourt CG will hopefully give players the chance to experience this for themselves.

**Mark McGilchrist**  
**Editor**

## **Paddington Bears ASL Club - Annual General Meeting**

Held at 1 PM on Saturday 8 January 2000  
(etc) in the Paddington Terrace Chinese  
Restaurant

### *Minutes*

**Attending:** David Longworth, David Bishop,  
Paul Seage, Paul Haseler, Mark McGilchrist,  
Gordon McClelland, Richard Cornwell, Martin  
Silverton, Simon Mitchell, Rob Brown

#### **President's Report:**

This office bearer muttered something about  
selling quality tournament scenarios direct to  
MMP as part of the Club way of doing things in  
2000. His vision for the future is rated as  
'typically nutrageous'.

#### **Treasurer's Report:**

The Club has \$2040 approx. in its account,  
mostly the proceeds (from Critical Hit) for the  
Paddington Bear 1996-1998 Packs. The  
Treasurer pointed out that (rather than be  
hoarded) the money can be used on projects  
that have the support and participation of the  
members.

Membership fees are designed to be financially  
neutral, with current annual revenue from  
subscriptions and OCTOBear fees being in  
balance with costs of trophies and room hire.

It should be noted that during the past calendar  
year, the Treasurer has mailed PBear Packs to  
tournaments in California, Perth and New  
Zealand for use as prizes, with the mailing costs  
for these reimbursed from cash-at-hand.

#### **Other Business:**

**1. Fees** – a brief discussion (again) of amending  
or abolishing fees, but it was generally felt that  
they allow the Club a firm financial foundation.

**NO CHANGE**

**2. Prize money** – a suggestion was (again)  
made to provide some cash prizes at  
tournaments, particularly CanCon. Further to  
this, an idea that it all be splurged on an ASLOK  
airfare prize was also advanced.

**NOT APPROVED**

**3. Publishing projects** – use of the money to  
fund our own publications; suggestions for which  
included a New Guinea scenario pack, or a  
module, or Deluxe Jungle boards. The choice of  
a publisher and/or commitment of time by those  
interested seems the stumbling blocks.

**FURTHER RESEARCH REQUIRED**

A (separate) meeting convened by the Secretary  
examined the idea that the Bears should operate  
an e-commerce business with the above  
publications on sale (or some perhaps as free  
downloads) via the PBearz Website.

**NOT APPROVED, BUT WORTH FURTHER  
RESEARCH**

A further discussion mooted the idea that a  
'trans-Tasman' scenario design competition be  
held for filling out an *Anzac Pack* advertised via  
the club Website.

**APPROVED IN PRINCIPLE, BUT NO AMOUNT  
OR TIMETABLE OR ORGANISER  
ESTABLISHED**

**4. Club's association with Critical Hit!** - this  
was discussed at length, with a generally  
expressed preference for not proceeding further  
with CH for known future projects (but  
acknowledging that the PBearz are not legally  
tied to any publisher).

**OPEN FOR DISCUSSION**

**5. Rate of Fire** – Congratulations to Mark  
McGilchrist on the several excellent issues he  
has produced as Editor of RoF. (MMP have  
even taken an interest in further use of some of  
the Pegasus Bridge-related articles). Mark has  
maintained a two issues per year publication  
schedule (intervals designed to enhance the  
SAGA and CANCON ASL tournament  
experience).

A late motion was put for an allowance of \$50  
per annum to be provided to the Editor to mail  
out RoF to certain overseas and interstate ASL  
identities.

**APPROVED**

**For circulation to all Paddington Bears**

*Paul Haseler*

mollusc@bigpond.com

## Tips from A Speedster

### Playing ASL Faster by Mark McGilchrist

As a player who is generally regarded as "fast", one of my constant beefs is the slow speed of play of some players. Generally it doesn't bother me too much, since even whilst playing the slowest players, at least I can plan my next phase. What really bothers me is when groups of players are just sitting around at tournaments, waiting for the final turgid outcome of two glacial players. I want to play ASL, but I don't want to dedicate my life to it!

Whilst I can value the more reflective style of some of the better players around, generally they play fast enough most of the time, with the occasional "make or break" thoughtful pause. This is a wise practice I should use more often!

More troublesome is the routinely slow play of some players. Every MF is counted out, recalculated, re-assessed, regurgitated. Terrible pauses happen during MY movement for every hex I enter whilst some remote To Hit possibility is calculated, LOS are eyeballed, etc. Sometimes I forget where the hell I'm moving to!

Anyway, what I thought might be a solution is to provide a few tips about what think makes me a faster player, maybe some of it will rub off, maybe some of you will tell me why these tips don't work and we will all be better players because of it!

#### 1. Movement

ASL is very like chess in some ways, games frequently follow patterns, and the trick to successful play is to recognise the pattern, and to know the counter move. Each move is NOT unique, it will generally be part of some routine move. This is more or less the equivalent of the basic and advanced infantry, armour and artillery training the army gives recruits. Learn to move simply, then in more complex ways.

#### 2. Shooting

The essence to good shooting is knowing what is a good shot, and what isn't. There is only one real way to achieve this knowledge, remembering the IFT, TEM and Hindrance modifier, To Hit # and modifiers, and looking up the relevant TK# at the start of the game. I have memorised the IFT up to the 12 FP column, and most of the rest, working out DRM takes a second or less, I know the To Hit

tables out to 24 range, and can work out most To Hit Mods in 2-3 seconds.

However, you don't have to be able to do this! Just knowing roughly what DR you need for a result is enough! Shots come in 4 varieties. Hopeless (DR= 2 or less), Low chance (DR=3-5), average (DR=6-8) or good (DR=9+) In fact you usually need to work out two DR. For the IFT, the column chance of result, and the average chance of passing the resulting MC, or the chance of hitting, and then killing the target with Ordnance. The first DR is more significant than the second, for instance, a good To Hit but a bad To Kill gives about an average sort of shot, whereas a Bad To Hit but Good To Kill is still a bad shot (in my opinion).

#### 3. Play Routines

Develop some play routines to help you remember to perform routine actions. Usually there will be several key units to perform actions in a phase. Do these actions first! Then do a sweep from left to right across your units to see if there is anything else.

4. **Fields of Fire**

When setting up a defense, units should set up with a certain zone of defensive responsibility, their field of fire. If the attacker isn't moving in your field of fire, don't shoot at other targets, especially if there are unmoved attacking units that may enter your field of fire.

5. **Decisiveness**

Be decisive, it is only a game! Agonising over decisions doesn't make them easier, so weigh up how much it matters and only spend time of those that do. Another problem I see is failure to bite the bullet, and to defer the decision process, frittering away other units in an attempt to make the decision easier. Sometimes this squanders any exploitation that these units could have made if the risk had been taken first!

6. **Rules Checks!**

Sometimes it is far easier to roll the dice than look up the rule. If it makes a difference, then look it up! This is particularly true of low odds rolls.

7. **Doing Nothing**

This is not a crime. If there are no good shots, the sniper is high or you

are still concealed, then often it is the best thing to do nothing at all. In attack, moving every unit is not mandatory. Sometimes sitting still is a better move than some risky, hair-brained move. Take it from me, a man that has done many, *many* risky hair-brained moves, conserving your strength is better. The last moving unit is often also the most likely to draw defensive fire, so not moving him might save those units that are. *See Fields of Fire.*

8. **Act Boldly**

Conversely, don't be afraid to risk units to achieve results. Half Squads were made to scout. Light, fast vehicles are designed to reconnoiter. If they reveal a hidden unit, or check a possible hide, then they are doing their job. They do have a high wastage rate, don't worry about it.



9. **Sense of Humour**

Remember that it is just a game, and that even when the dice have turned against you, you've made absolute numb-skulled moves and forgotten your OBA for the third turn running, this is your chosen hobby and by God you better make sure you are having fun! Remember it could be worse, you could be mowing lawns, sweeping chimneys or donating a kidney without anaesthetic.



*Sometimes it seems like the game moves this fast!!*

10. **Stick to your Game Plan**

Not only is this good sense in terms of winning the scenario, it also speeds up play if you have a defined objective and a clear plan to reach it. Establishing the things that matter, and ignoring the trivial means you don't mentally overload, thus overlooking the important moves.





## TACTICS ASL TOURNAMENT

April 15/2000

*By Steve Groves*

Well, contrary to popular thought, there is life in the West, some of it intelligent, and a tiny subset of this this group that also play ASL.

Following something of a recruiting drive we managed to get 10 starters for our last tournament, with another 2 or 3 people failing to appear on the day. Format was 3 round Swiss with French/Allied Minor scenarios coming to the fore.

To show you the dedication of some of the players, Len Tracy flew down from Karratha for the weekend (round trip of around 4000km) and John Cole drove up from Albany (around 900km round trip), but everyone seemed to have a good time even if there was only a trophy for First Place winner Mike Page and runner

up Nathan Brown, both of whom received trophies with WW2 personality figures, lovingly painted by your humble correspondent.

A player directory of 16 names was collected on the day, and there a another 5-6 players who are to be added, so the number of dedicated players is starting to mount up. Mike has agreed to act as a central point of contact for players and we are discussing setting up an ASL players association called 'OB West' to keep players in regular contact.

At this stage our next tournament, which will probably be the State Championship is tentatively scheduled for July 2000 and will feature US scenarios in the usual 3 round format. We are looking to have all players play the same scenario for round 1 (a short one, probably 2 hrs) so we can all break for lunch at the same time and then have two 3.5 hour rounds after lunch. Will post a date as soon as we know for sure. We would welcome interstate players to attend and you can drop a line via my email at [Grovesj@iinet.net.au](mailto:Grovesj@iinet.net.au) if interested.

*{When is the W.A. team coming to CANCON? Ed.}*

## Anzacon 2000 Report

*By Richard Weiley*

11 ASL enthusiasts gathered at the Mulgrave Scout Hall in eastern Melbourne over the Easter long weekend 2000 to participate in Army Group South's Anzacon ASL tournament.

Numbers were slightly down on the previous year. To ensure that there were no byes throughout the weekend the tournament organiser, Dave Bardi organised for a team of casual players known as the "Amigos" to make up the numbers. The Bears had two representatives present for the contest hoping to replicate David Longworth's 1999 victory, the redoubtable Paul Haseler and your intrepid correspondent. The event was given a slightly more exotic flavour by the presence of Laurent Cunin, French expatriate based in Indonesia and designer of the Provence Pack featured on the MMP website.

The tournament featured five rounds, two rounds on Saturday and Sunday and a longer final game on the Monday.

*A brief description of the scenarios is as follows:*

### **Round One – A Place Without a Postcard.**

This game featured a night assault by Australian troops on an Italian position west of Derna. It was set on Board 28 and 25 and also featured the Escarpment overlay. The objective for the attacker was to leave no unbroken Italian MMC on or adjacent to the road which wound its way up from the foot of the escarpment to Level 4. The Italians used the X1 overlay as a fortified building which could be HIP'ed within their setup area. Both forces were purely infantry, the nine Aussie squads being led by a 10-2 while the Italian force of seven 346's were led by a 9-1, and 8-0 and also fielded two crews for their MMG's. The game seemed reasonably balanced although the attacker faced a tough job to overwhelm the defence in the five and a half turns allowed. I think this one finished with four Italian and two Australian victories.

### **Round Two – Escape from the Promised Land.**

This scenario found us on the Eastern front in January 1943. A Russian force of a dozen squads supported by a

T34 M41 must attempt to storm a bridge on Bd. 40 and have more forces on the far side than the Germans at game end. First they must force their way past a small German garrison defending the Board 3 village before they can take on the bridge defenders based around a small infantry force and three 37L ATGs.

The Germans have also prepared the bridge for demolition but must light the fuse of the DC set up on the bridge. This required an SMC to run onto the bridge find the DC and pass a task check to find some matches. This was another reasonably balanced scenario if you take into account the vagaries that always occur in bridge crossing scenarios. The bridge demolition rule could also skew the result and the Russian had to work very hard to get some interdiction on the bridge as quickly as possible. Even when they were successful in this a series of good dice rolls from the German player could see the bridge dropped into the river and the game over very quickly.

Despite this the Russians still emerged victorious in four of the games played.

### **Round Three – The Ardennes Abbey.**

Attention now turned to Normandy and the infamous Ardennes Abbey. Its early July and elements of the Canadian Regina Rifles are launching an assault on the Abbey and its defenders elements of a regimental headquarters of the HitlerJugend division. Nine and a half 458's with four leaders and an assortment of support weapons must overcome three 447's and an 8-1 in the Board 6 chateau (shrunk to four hexes through the use of an orchard overlay) in six and a half turns. Sounds like a cakewalk for the Canadians and it would be except that on turn two six 658s and two Panzer. IV's of the Adolf Hitler division appear to relieve the HQ.

This was a very quick playing intense tournament offering from Dave Bardi and your correspondent's choice of the best scenario of the tournament. My own game came down to the final CC roll so you can't get a much higher recommendation than that. I think there were four Canadian and two German victories in this round.

#### **Round Four – A Wee Whack**

The penultimate round took us to Wewak in New Guinea. The Australian 2/8<sup>th</sup> Battalion must force a crossing of Borum Creek (the stream on Board 36) in the face of an entrenched Japanese defence based around eight squads and four crews manning 2 MMGs, an HMG and a 75mm infantry gun. The Japanese also have 3 pillboxes available. The Australians are attacking at the mouth of the creek so they have the option of attacking along the beach (as they did historically) in order to achieve their victory conditions which are prevent the defender from having an MMC with a LOS into the creek at game end. To accomplish this task they field a company of nine 458s and three 648s supported by three Matildas, one of which is the close support version.

I think the consensus on this one was that it was a big ask for the Aussies to clear the length of the creek in the five and a half turns allotted, especially considering the amount of HIP the Japanese have at their disposal. I think this one finished with four Japanese and two Australian wins.

#### **Round Five – Red Gust.**

The final game of the tournament took us to the final days of the Third Reich and the battle for the Seelow Heights on the outskirts of Berlin.

A Russian assault based on fourteen squads launches itself from Board 17 against ten defending German squads on Board 10 hunkered down in the village. However this was not the regular Board 10 village ASL players have become so familiar with but the hilltop village featured on the half board overlay contained in the recent Action Pack #2. This overlay is a welcome addition to our ASL resources and looks certain to give the overworked Board 10 a new lease of life.

The novel feature of this scenario was that both sides were able to secretly select a tank/panzer group to support their infantry forces. Both sides had three alternatives, the Soviets could select from Group One (three T34/85s and four SU 76Ms), Group Two (three T34/85s

and one T44) or Group Three (two T44s). For the Germans the choices ranged from Group One ( four Panzer IVHs, and a FlakPz 38(t)), Group Two (A Panther and two Wirbelwinds!) to Group Three (a solitary King Tiger).

I can't recall how many victories there were for the respective sides and what permutations their were in the selection of support groups and their effect on the balance of the scenario. The consensus seemed to be that the Group three choice was a red herring for both sides and amongst the Soviet players opinion was evenly divided between the value of the first two groups. But there was a strong belief that the first German group based around the four Panzer IVs presented the toughest potential opposition.

Certainly in my own case Soviet group One was strong enough to overwhelm the Panther and accompanying FlakPanzers and secure a Soviet victory.





Thus ended the tournament. Final point scores and placings were as follows:

Name	Pts	Place
Neil Andrews	49	=6 <sup>th</sup>
<b>Steve Banham</b>	<b>63</b>	<b>3<sup>rd</sup></b>
Laurent Cunin	59	4 <sup>th</sup>
Paul Haseler	43	10 <sup>th</sup>
Andrew Millar	25	12 <sup>th</sup>
Geoff Morris	55	5 <sup>th</sup>
Bruce Probst	34	11 <sup>th</sup>
Andrew Rogers	49	=6 <sup>th</sup>
<b>Richard Weiley</b>	<b>65</b>	<b>2<sup>nd</sup></b>
<b>Jamie Westlake</b>	<b>72</b>	<b>1<sup>st</sup></b>
"The Amigos"	49	=6 <sup>th</sup>
Keith Gillie	46	9 <sup>th</sup>

Jamie Westlake went 5-0 for the weekend and defeated Laurent Cunin in the play-off for first place. I was fortunate enough to claim second place on points after securing a victory against Neil Andrews in the final round and a 4-1 record for the weekend. Steve Banham came in third also with a 4-1 record for the weekend.

The prize for first place was another diorama masterpiece from Jamie Westlake that managed to surpass his impressive effort of the previous year. This one featured a squad of determined looking Soviet *desantniki* bailing out from a T34/85 into a recently vacated German defensive position including an abandoned Pak 40 ATG. Jamie has a tremendous eye for detail and given the hours of work that must have gone into its construction there is some justice in the trophy returning to take pride of place on the Westlake household mantelpiece. Second and third prize were gift vouchers from Napoleon's to the value of \$30 and \$20 respectively.

Congratulations to Dave Bardi on a very well run tournament. All the participants agreed that the scenarios were of a very high standard in terms of playability, presentation and the range of actions depicted. The opponents I played over the course of the weekend - Laurent Cunin, Geoff Morris, Dave Bardi, Steve Banham and Neil Andrews also contributed greatly to my enjoyment of the weekend.

This was my second trip to Anzac and I hope to make the journey down the Hume again next year to take another stab at bringing home a Westlake masterpiece. Who knows, third time lucky!

## Make the date! OCTOBear 2000

**October 7<sup>th</sup> - 8<sup>th</sup>, 2000**

The Paddington-Woollahra RSL Club,  
220-232 Oxford Street, PADDINGTON, SYDNEY  
**Fees:** \$20, plus membership of the RSL Club which is \$5 per year

**Organiser:** [Mark McGilchrist](#)

🏆 4 scenarios over 2 days,

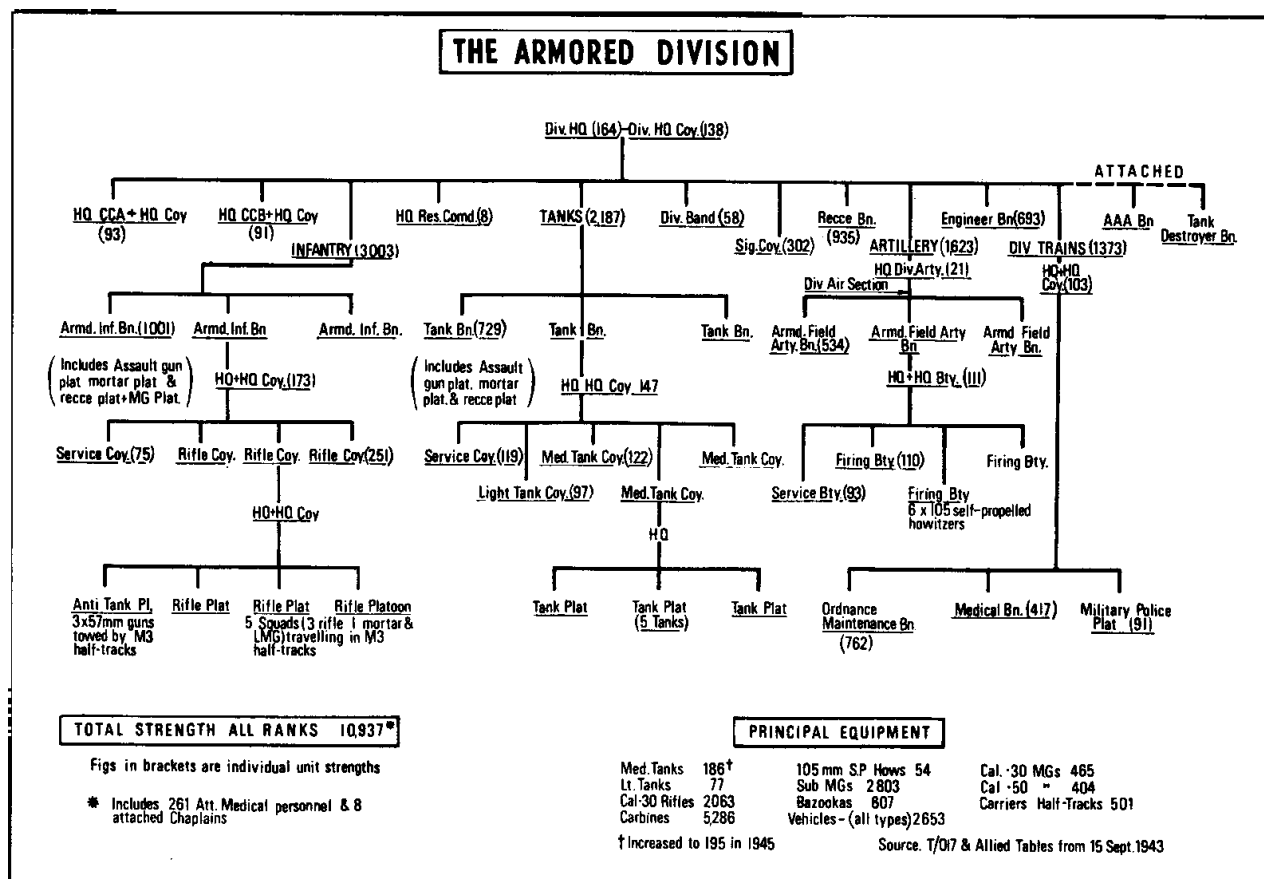
🏆 simple elimination, winner vs. winner to determine the victor.

# THE US ARMY AT WAR : How Uncle Sam fought his war!!

## Basic Organisations

The numbers and composition of the corps assigned to Armies varied according to the task they were carrying out at a particular time, so it would be inappropriate to give organisational details above divisional level. The two charts that follow, therefore, deal only with the outline organisations of the two basic divisions: armoured and infantry, circa 1944.

## The Armoured Division



In 1943 the armoured division underwent a thorough reorganisation as well as being reduced in manpower by over 3,600 men. The light tank strength was halved (from 158 to 77) and the armoured infantry element increased. Service elements were trimmed, so as to increase their mobility and unnecessary command echelons, such as the tank regimental level, were eliminated. The new streamlined division had five commands under divisional control, namely: Combat Command A (CCA), Combat Command B (CCB) Reserve Command (Res Cmd), Artillery Command, (Divarty), and Trains Command (Tns Cmd).

Each command headquarters consisted of a headquarters, plus an HQ company or detachment. It was designed to control whatever subordinate units were assigned to it for a particular mission. CCA and CCB, the strike forces, were set up to control a number of combat units (battalions or companies) and/or support units. The major units in the division were three tank battalions, each comprising an HQ and HQ company, three medium tank companies, one light tank company and a service company. Total manpower of a tank battalion was 729. Each medium or light tank company contained 17 tanks, three platoons of 5 tanks and 2 tanks in Company HQ. Towards the end of the war, an extra M4, mounting a 105mm howitzer, was added to each Coy HQ, increasing the medium tank strength per armoured division to 195.

Balancing the three tank battalions were three armoured infantry battalions each composed of an HQ and HQ company, a service company and three rifle companies. Total battalion manpower was 1,001. The tank and infantry battalions were supported by three armoured field artillery battalions, each equipped with 18 105mm self propelled howitzers (M7). Auxiliary units such as the divisional reconnaissance squadron, attached medical personnel and unit chaplains, brought the armoured division strength to 10,937. In addition, other battalions, such as tank destroyers or anti-aircraft artillery, were normally attached. By way of example,



the order of battle of the 6th Armored Division included 603d Tank Destroyer Battalion and 777th Anti-Aircraft Artillery Battalion, throughout the campaigns in North West Europe.

#### **Medium Tank Battalion 1944**

<b>Battalion</b>	<b>Company</b>	<b>HQ Unit</b>	<b>Platoon 1</b>	<b>Platoon 2</b>	<b>Platoon 3</b>
HQ (1) squad(1) truck	A	HQ (2) M4	(5) M4	(5) M4	(5) M4
Art (3) SP 105mm (3) SP 105mm	B	HQ (2) M4	(5) M4	(5) M4	(5) M4
INTEL (1) squad (1) truck	C	HQ (2) M4	(5) M4	(5) M4	(5) M4
COMMO (1) squad (1) truck	D - Light	HQ (2) M5	(5) M5	(5) M5	(5) M5

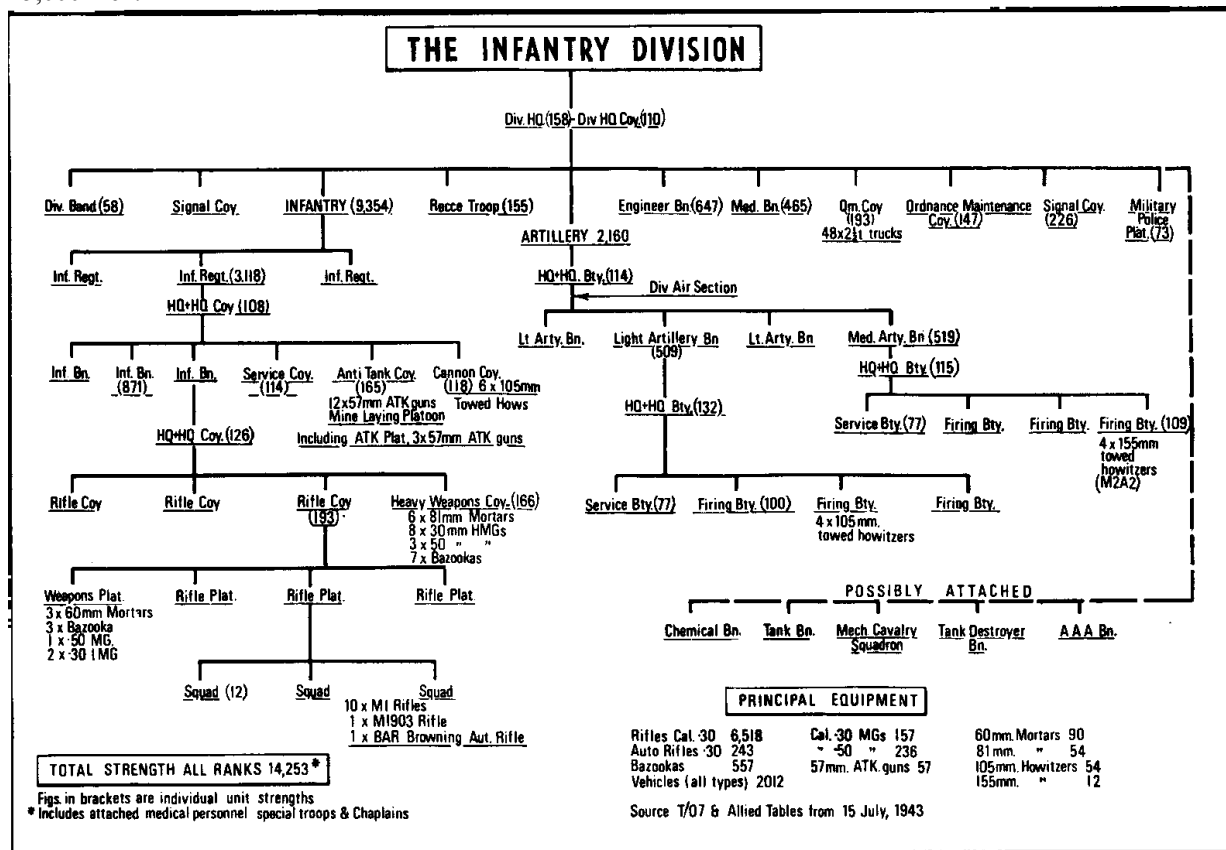
#### ***The Infantry Division***

The 1943 re-organisation also covered the infantry division, when the overall divisional manpower was reduced by 1,200, but no major structural changes were made to its 'triangular' organisation. There were no permanent combat command headquarters as with the armoured division. When combined arms teams were formed for independent missions, one of the three infantry regimental headquarters was used to command them and the groups were called 'Combat Teams' (eg 385th CT). Within the infantry regiments the smallest sub unit was the rifle squad of 12 men, armed with 10 MI (Garand) rifles, one Browning automatic rifle (BAR) and one M1903 Springfield rifle. Three squads made up a rifle platoon and three rifle platoons and one weapons platoon were grouped together to form a rifle company. The weapons platoon had two .30cal light machine guns (LMG), three 60mm mortars, three anti-tank rocket launchers (Bazookas), and one .50cal heavy machine gun (HMG) primarily for anti-aircraft defence. The total strength of a rifle company was 193 all ranks.

The infantry battalion consisted of three such rifle companies, plus a heavy weapons company of six 81mm mortars, eight .30cal HMGS, seven bazookas and three .50cal HMGS. Headquarters company of the battalion held an anti-tank platoon of three 37mm anti-tank guns (later replaced by 57mm guns). Total strength of an infantry battalion was 871.

An infantry regiment consisted of three battalions, together with the following regimental units HQ and HQ Company; a cannon company of six short barreled, towed 105mm howitzers; an anti-tank company of twelve 37mm or 57mm anti-tank guns and a mine-laying platoon. Finally there was the service company, with the task of transporting supplies for the line battalions.

There were three infantry regiments in the 'triangular' infantry division, making a total of 9,354 infantrymen. The field artillery of the division had at its head an HQ and HQ battery, division artillery; there were three light artillery battalions, and one medium artillery battalion. The former each comprised an headquarters battery, a service battery and three firing batteries of four 105mm towed howitzers, making 36 guns in the division artillery. The medium battalion had a similar organisation with three firing batteries each of four 155mm towed howitzers. Total artillery manpower was 2,160; auxiliary units in the division included a reconnaissance troop, an engineer battalion, medical battalion, quartermaster company, ordnance company, signal company and a military police platoon. Together with attached personnel, such as medical sections and the chaplains with units, the total all ranks strength of the division was 14,253 men. For specific operations infantry divisions might be reinforced with a mechanised cavalry squadron, by one or more field artillery battalions of any appropriate calibre, by a chemical battalion manning 4.2 inch mortars, by tank, tank destroyer or anti-aircraft artillery units. These attachments became the 'norm' when combat developed on a large scale in 1944. The result was the infantry divisional commander usually commanded well over 15,000 men.



## The American Sub-Division Of Army Units In WWII:

- squad--around a dozen men
- platoon--3 or 4 squads
- company--3 or 4 platoons
- battalion--3 or 4 companies
- regiment--3 or 4 battalions
- division--3 or 4 regiments
- corps
- army
- army group

### US Infantry Regiment In 1944:

six 105mm Howitzers, nine 57mm anti-tank guns, fifty five .50 caliber machine guns, many .30 caliber machine guns and enough Jeeps & ammunition to operate.

### American Company Designations:

Since all Regimental infantry formations had 3 battalions the companies had sequential alphanumeric designations.

The heavy weapons companies were integrated with the other three companies or served with the HQ unit. Rarely do you see them listed or accounted for separately. Additionally the heavy weapons platoon operated with the other platoons. It was rarely encountered alone.

Regiment	
Battalion	Company or Troop
1 <sup>ST</sup>	A
	B
	C
	D (Heavy)
2 <sup>ND</sup>	E
	F
	G
	H (Heavy)
3 <sup>RD</sup>	I
	J
	K
	L (Heavy)



**US Infantry Company In 1944:** 193 men, 15 BARs, two M1919A4s, one .50 caliber machine gun and 6 submachine guns

**US Infantry Platoon In 1944:** 41 men, 1 M2 carbine, 3 BARs

**US Airborne Infantry Company:** 176 men, 9 machine guns, 9 BARs, three 60mm mortars and 3 bazookas

**US Airborne Infantry Platoon:** 36 men, two M1919A6s, 22 rifles, 14 M2 carbines, 1 60mm mortar, 1 sniper rifle and 1 bazooka.



## IN PRAISE OF THE SHERMAN TANK

The poor old Sherman tank has coped a beating over the years, primarily because on a one to one basis, it is inferior comparable German tanks, especially the Panther and the Tiger tanks. One only has to look at production numbers to see this is half the story; 49,000 Shermans manufactured versus 8,500 Panzer IV's, 6,000 Panthers and 2,000 Tiger tanks produced, a 3:1 ratio without considering that a good proportion of German armour served on the Eastern Front combating the the 35,000 T-34's produced. German tanks were routinely outnumbered 5:1 on the Western Front, and sometimes at ratios of 20:1 in France during 1944. Unfortunately ASL scenarios tend not to reflect these odds.

U.S. tankers found themselves outgunned and poorly armoured during the Normandy campaign. However, they used the advantages they did have, superior numbers, mobility, initiative and supply to create tactics that allowed them to take on "superior" German tanks and win. Foremost was the realisation that Shermans had to close to short ranges to take on German tanks, that they weren't going to win slugging matches, and that mobile fighting was the key.

So how does that translate into ASL? Well there are several features of the Sherman tank that should be remembered. These apply to Lend Lease Shermans too!

First, the bad ones:

- a). Shermans are large targets, making them easier to hit
- b). Shermans generally are poorly armoured compared to the guns they face, so being hit means probably being destroyed.
- c). Crew morale of 7 (usually).

The motto here is DON'T get hit. Focus your endeavours on not being seen, or having as many To Hit modifiers as possible. Don't rely on armour to bounce shots off, rely on speed to stay out of trouble.

A few Sherman advantages

- a). Smoke Mortars: Often an sM8, which can project smoke into your adversaries hex (for an extra To Hit +3 DRM). SM modifiers are +1 BU, +2 Moving/Motion, +Case A TCA changes to fire at the smoke target hex, +Hindrances/LV between Sherman and target hex.
- b). AAMG: usually a 4FP, combined with CMGs and BMGs this can pump out some decent FP at CE commanders, and infantry that are closing for LATW/CCV attacks.
- c). ESB modifier = 0, important for getting out of sight, or round the flank.

Together these offer some incentives to stay CE, additional firepower, less TH modifiers in a gun duel or better chance of smoke to hide. Only under considerable FP, or at no risk of AT engagement would I consider buttoning up a Sherman.

75mm armed Shermans have a few unique advantages;

- a). Multiple hits, doubles on TH rolls other than CH vs. Infantry/Vehicle target.
- b). Halving (FRD) of total Firer-Based TH modifiers for Gun duel purposes.

Coupled together, these two features make 75mm armed Shermans great hit and run tanks. If they can use cover to approach a German tank to get to the flanks, potentially they can get off a shot before the Panzer can turn, and with possible multiple hull hits, the German is likely to want to turn the entire vehicle. This is where numerical superiority can really come into play.

Lastly, most Shermans have the possibility of Gyrostabilisers, though often they are not specified in the SSR. Gyrostabilisers have some great advantages for moving vehicles, which suits Shermans to a tee.

- a). reduced modifiers to Case C make it easier to hit after moving, or even while in Motion.
- b). Target acquisition not lost whilst moving/in motion if in LOS
- c). CMG are not halved vs. Acquired target

# ARRACOURT - HISTORICAL NOTES

Quoted in length from;

*"The Lorraine Campaign: United States Army in World War II; The European Theatre of Operations."*

By Hugh M. Cole. Washington D.C.; Historical Division, Dept of the Army, 1950.

"On the night of 18th September the 4th Armored Division was deployed as follows: CCR had beaten off the Lunéville attack, with slight losses to itself, and was being relieved by the combat command from the 6th Armored Division. CCB was massed near Fresnes-en-Saulnois. The main body of CCA, somewhat reduced by the Lunéville mission, was assembled around Arracourt, about twelve miles to the southeast. (*Map 23*) The extended CCA sector, reaching from Chambrey (south of Château-Salins) nearly to the canal, could be only thinly outposted on the night of 18-19<sup>th</sup> September since Colonel Clarke had a relatively small force at hand: two companies of medium and one of light tanks from the 37<sup>th</sup> Tank Battalion, 53<sup>rd</sup> Battalion of Armored Infantry plus C Co, 10<sup>th</sup> Armored Infantry Battalion, the 166<sup>th</sup> Engineer Battalion, C. Company of 24<sup>th</sup> Armoured Engineer Battalion, C. Company of 704<sup>th</sup> Tank Destroyer Battalion and three battalions of artillery (66<sup>th</sup> and 94<sup>th</sup> Armored Field Artillery Battalion, and 191<sup>st</sup> Field Artillery Battalion). The armored infantry and a company of medium tanks were deployed on the north flank between Chambrey and Arracourt. The combat command headquarters, the field artillery, and a platoon of tank destroyers were grouped in and around the town of Arracourt, while the bulk of the engineers held the south flank, withdrawn somewhat toward the west. One medium tank company, Company C of the 37<sup>th</sup> Tank Battalion (Capt. Richard Lamison), formed a combat outpost around the crossroads village of Lezey, between four and five miles northeast of Arracourt.

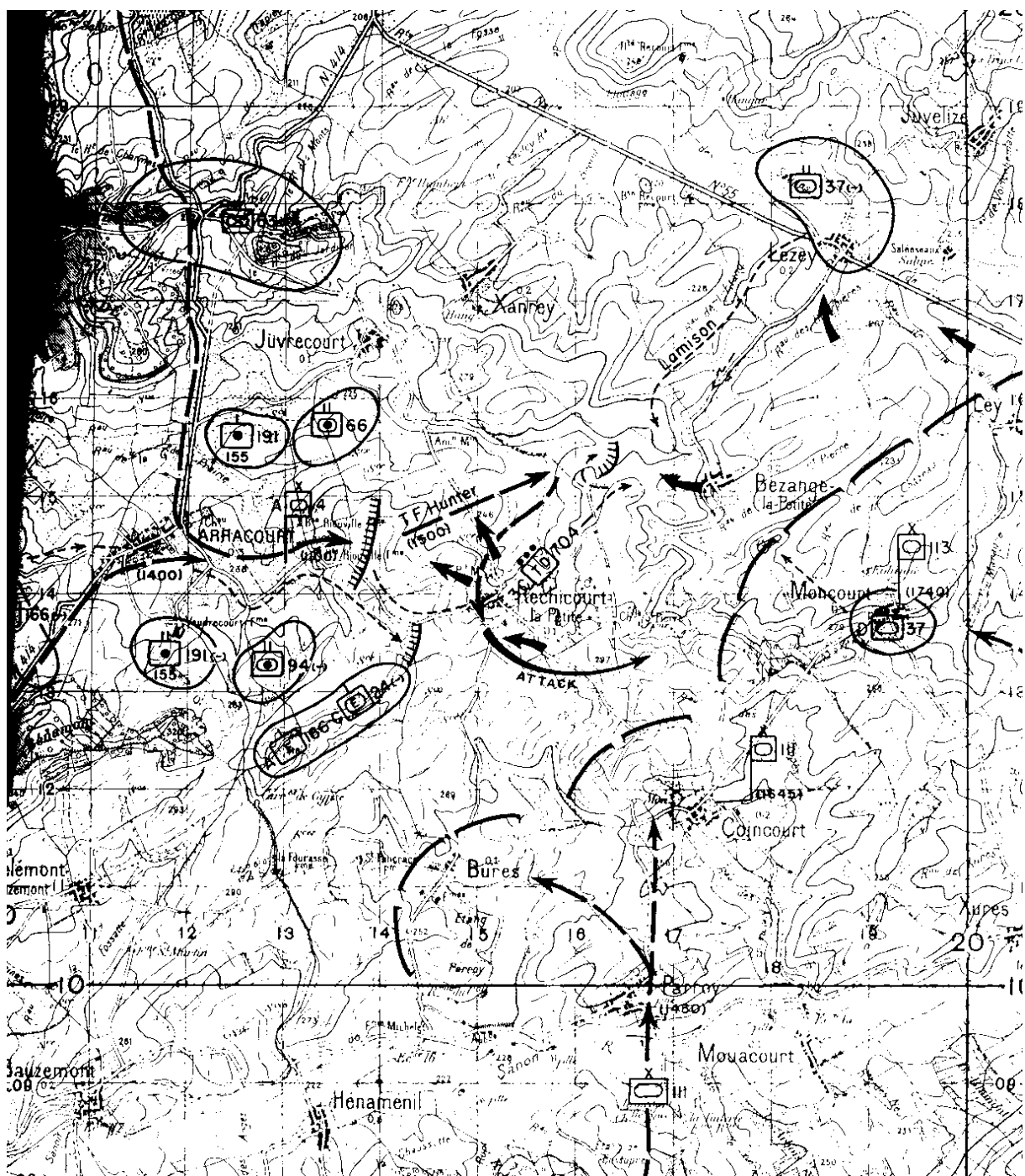
As yet there was no suspicion of the *LVIII Panzer Corps* advance from Sarrebourg, and though just before dark artillery observers had counted some thirty tanks east of Lunéville (the second panzer battalion of the *111th Panzer Brigade* had now come up) this threat appeared to be checked by the American reinforcements at Lunéville. Just before midnight the CCA outposts near Lezey heard tracked vehicles moving in the darkness to their front. They called for artillery fire and the clanking of the treads ceased. About 0730 on 19 September a liaison officer, driving down the road near Bezange-la-Petite, ran into the rear of a German tank column but escaped notice in the thick morning fog and radioed to his battalion commander, Colonel Abrams, who was at Lezey. At about the same time a light tank platoon had a brush with some German tanks in the vicinity of Mancourt.

*The 113<sup>th</sup> Panzer Brigade*, with forty-two Panther tanks of the Mark V battalion and the *2113<sup>th</sup> Panzer Grenadier Regiment* in the lead, had moved from Bourdonnay in a successful night march, reorganized its advance guard near Ley, and now pushed through the heavy fog toward Bezange. In the meeting engagement which followed, as in the later tank battles, the morning fog common to this area played no favorites: it protected the German armor from air attack, but permitted the American tanks to fight at close quarters where the longer range of the Panther tank gun had no advantage. A section of M-4 tanks were in an outpost position south of Lezey when the first Panther suddenly loomed out of the fog hardly seventy-five yards from the two American tanks. The Panther and two of its fellows were destroyed in a matter of seconds, whereupon the remaining German tanks turned hurriedly away to the south. Capt. William A.

Dwight, the liaison officer who had reported the enemy armor, arrived at Arracourt and was ordered to take a platoon of the 704<sup>th</sup> Tank Destroyer Battalion to aid the tanks at Lezey. Just west of Bezange-la-Petite Dwight's platoon saw a number of German tanks moving through the fog. The tank destroyers quickly deployed in a shallow depression and opened fire at about 150 yards. In the short fight that followed, three of the four American tank destroyers were lost, but not until they had destroyed seven enemy tanks.

The 113<sup>th</sup> Panzer Brigade attack developed in a series of consecutive jabs, generally made by a company of tanks and a platoon of infantry, as the enemy probed to find an opening in the CCA defenses. Meanwhile the American outposts had been drawn in, the company of medium tanks was hurried down from Chambrey, General Eddy sent the task force at Lunéville back to rejoin the command, and the armored artillery ranged in on the attackers. The superior mobility of the American tanks and self-propelled tank destroyers gave the defenders a decided advantage. When the Panthers turned away, after the abortive attack at Lezey, Captain Lamison took four tanks from C Company and raced the enemy some three thousand yards to a commanding ridge west of Bezange-la-Petite. Arriving on the position about three minutes before eight Panthers appeared, Lamison's tanks got set and knocked out four of the German tanks before they could return the fire; then they withdrew over the crest of the ridge, moved south a short distance, reappeared, and finished off the remaining Panthers. In the late morning the German attack turned west toward Réchicourt-la-Petite, attempting to drive around the town, first to the north, then to the south. Here again the American artillery, tanks, and tank destroyers inflicted severe losses on the enemy armor. A platoon of tank destroyers from the 704<sup>th</sup> netted eight Panthers and succeeded in driving the rest of an enemy tank company back in flight.





The company of medium tanks which had been sent to Lunéville returned in the afternoon and Colonel Clarke was ready to counterattack. A combined force from Companies A and B, 37<sup>th</sup> Tank Battalion, led by Maj. William L. Hunter, wheeled south through Réchicourt, caught the Germans in the flank, and knocked out nine Panthers with the loss of only three tanks. As the day ended, the 37<sup>th</sup> Tank Battalion turned its attention to mopping up the German infantry west of Moncourt, and finally, guided through the night by burning German tanks, assembled in the vicinity of Lezey.

The German armored attack appeared to have spent itself. General Patton, who had come to Arracourt from the Third Army headquarters at Etain, talked with General Wood and agreed that CCA should begin the push toward Sarreguemines the next morning, reinforced by CCR, which had arrived from Lunéville during the day. On the whole there appeared to be no reason for worrying further about a German threat in the Arracourt sector, since CCA reported that forty-three enemy tanks, mostly factory-new Panthers, had been destroyed, and that its own losses had been only six killed and thirteen wounded; three American tank destroyers and five M-4 tanks had been knocked out.

On the morning of 20<sup>th</sup> September, CCA began to move out toward the northeast, leaving one company of the 35<sup>th</sup> Tank Battalion near Arracourt to cover the concentration of the 320<sup>th</sup> Infantry (-), CCR, and the 602<sup>nd</sup> Tank Destroyer Battalion, which were moving in to take over the area. (*Map 24*) To the north CCB, which had initiated the scheduled attack on the previous day, was fighting in a thick blanket of fog to clear a road through Château-Salins, after attempts to bypass on miserable side roads had bogged down. At 1130 the head of one column of CCA had reached Hampont and another was closing on Dicuze when General Wood radioed that enemy tanks had returned to the attack near Arracourt and that a task force must be sent back to the scene at once. Actually, only

eight German tanks were involved, having made a sortie toward the 191<sup>st</sup> Field Artillery Battalion just as it was ready to limber up and join the march column. This attack was readily handled by the 155mm. howitzers, firing high explosive at one thousand yards, and by the appearance of the rear 'guard tanks and some tank destroyers, which allowed none of the attackers to escape. But Colonel Clarke led his whole combat command to turn back and sweep up the entire area "once and for all.

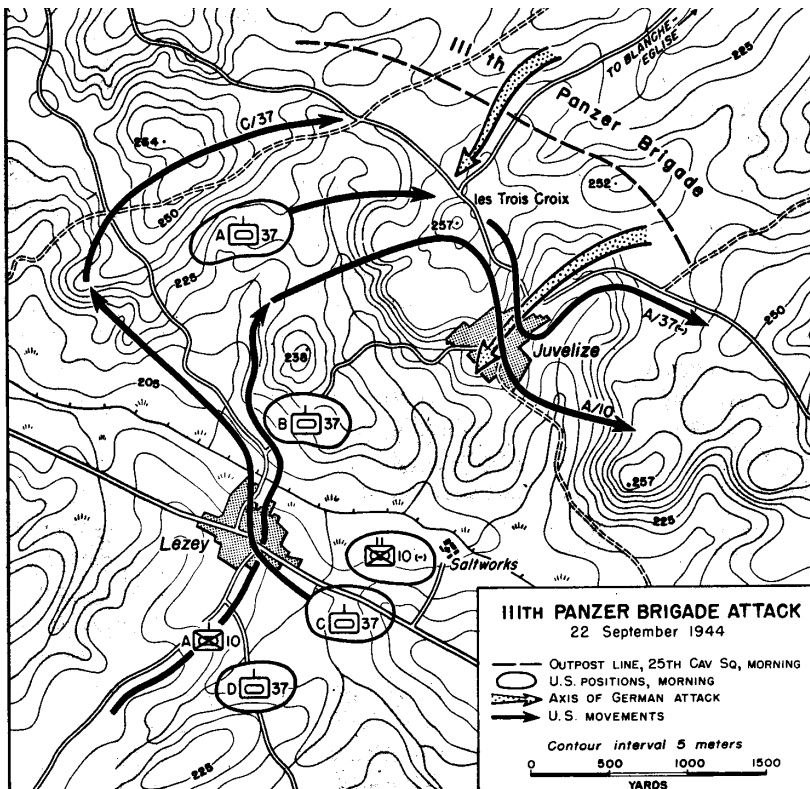


By mid afternoon the sweeping operation was under way. Colonel Abrams assembled a force consisting of three medium tank companies of the 37<sup>th</sup> and two companies of the 10<sup>th</sup> Armored Infantry Battalion near Lezey, while the artillery adjusted its supporting fires, and then drove down on Ley. While Abrams had been gathering his people the Germans had moved to parry the coming blow by dispatching a Captain Junghannis and a group of Mark IV tanks and 88mm. guns from the *111<sup>th</sup> Panzer Brigade* reserve to positions on Hill 260 and Hill 241 west of Ommeray. The main American force went through Ley with hardly a shot fired. But C Company, 37<sup>th</sup> Tank Battalion, which was covering Colonel Abrams' flank east of Ley, ran head on into the fire of Junghannis' tanks and guns. Between Ley and Ommeray rise two low hills with a narrow valley between: Mannecourt on the west and Hill 241, slightly higher, on the east. Company C, coming over Mannecourt Hill, met a fusillade from the Germans on the forward slope of Hill 241. In a fight lasting about three minutes, C Company lost five or six tanks-but inflicted about the same number of tank casualties on the enemy. Then the Americans drew back from the crest and waited for Colonel Abrams to come up with B Company. When Abrams arrived the two companies maneuvered into new positions and engaged in a brief tank duel which brought the losses for both sides to some eleven or twelve tanks apiece. Darkness was coming on and Colonel Abrams finally turned aside to complete the sweeping operation by a night attack southward, taking Moncourt" and then bivouacking with his main body back at Lezey. On CCA's south flank Major Kimsey and a small force had been sent during the afternoon to mop up along the canal. West of Bures five Panthers on patrol were destroyed, but when Kimsey tried to move into Bures the German tanks, fighting from cover, outranged the M-4's and the Americans had to give up the attack.

CCA made another sweep on 21<sup>st</sup> September, this time south to the canal past Bures and Coincourt, preceded by air raids over the sector and intense artillery fire. To their surprise the Americans met little opposition, except some infantry and a few dug-in tanks, for the *LVIII Panzer Corps* had refused its southern flank in conformity with the withdrawal by the right and center. Unaware of the impending German attack General Wood ordered the 4<sup>th</sup> Armored Division to take the next day for rest and maintenance, prior to an attack by both combat commands to clean out Château-Salins where the garrison thus far had defeated all attempts to take the town and had damaged seven American tanks the previous day. The 9<sup>th</sup> Tank Destroyer Group and 42<sup>nd</sup> Cavalry Squadron were brought up to hold the ground between Ley and the canal.

The morning of 22<sup>nd</sup> September was fogbound and murky, giving the German assault force protection from the dreaded Jabo's. But the attack toward Juvelize began nearly three hours late because of the tardy arrival of an infantry battalion which had been sent forward by the *11<sup>th</sup> Panzer Division* to relieve the *111<sup>th</sup> Panzer Brigade*, the latter being intended for use in the subsequent attack against Moyenvic. (*Map 25*) In the first phase of the assault the blow was taken by the 25th Cavalry Squadron, which was screening CCA's left flank and observing the roads between Dicuze and Moyenvic. During the previous night German patrols had laid white marking tape up to the cavalry lines and now the advance guard of the main enemy force, circling around to the north of Juvelize, sneaked in on the squadron with tanks and infantry. In some instances the German tanks came within seventy- five yards of the cavalry pickets before they were observed. The thin-skinned cavalry vehicles were no match for the enemy and seven light tanks were lost in the melee. But C Company of the 704th Tank Destroyer Battalion, in hull defilade behind the center of the cavalry line, succeeded in destroying three of the German

tanks. In the face of heavy fire Capt. Thomas J. Evans, C Company, 704<sup>th</sup> Tank Destroyer Battalion, mounted a disabled American tank destroyer, manned its gun, and knocked out one of the enemy tanks. During the fight Captain Evans distinguished himself by coolly walking about and disposing his troops, all the while under fierce enemy fire. Evans was awarded the DSC. This prompted the German armor to turn back to the northeast, leaving the German infantry assault force stranded west of Juvelize.



The sun finally broke through and the XIX TAC flew into the area, strafing and bombing, while Colonel Abrams led the 37<sup>th</sup> Tank Battalion and the 10<sup>th</sup> Armored Infantry Battalion in a counterattack to take Juvelize and break up the German advance. Some of his tanks circled to the northwest and seized the hill at Les Trois Croix looking down into the valley east of Juvelize along which German reinforcements were moving from the Bois du Sorbier. Fourteen enemy tanks were destroyed here by tank and artillery fire at ranges from 400 to 2,000 yards. This attack was led by Capt. William L. Spencer, A Company, 37<sup>th</sup> Tank Battalion, who had

distinguished himself repeatedly during the fighting begun on 19<sup>th</sup> September. He was awarded the DSC. Colonel Heinrich Bronsart von Schellendorf, commander of the 111<sup>th</sup> Panzer Brigade, was mortally wounded near Juvelize. The P-47's broke up the remaining attackers, with the help of the armored field artillery, and cut them down as they straggled back to the northeast. Mantcuffel's urgent pleas for help from the Luftwaffe remained unanswered and he reluctantly sent his last armored reserve, a few tanks from the 113<sup>th</sup> Panzer Brigade, east of Lezey to hold astride the Moyenvic-Bourdonnay road. The German attempt to reach Moyenvic had ended in disaster. Only seven tanks and eighty men were left in the 111<sup>th</sup> Panzer Brigade when night fell, and a scheduled continuation of the attack by the 111<sup>th</sup> Panzer Grenadier Regiment, which was marching up from the 11<sup>th</sup> Panzer Division, was called off as useless. Colonel Seckendorff, commander of the 113<sup>th</sup> Panzer Brigade, was killed the next day, apparently by an American P-47 from the 405<sup>th</sup> Group.

The tank battles fought from 19<sup>th</sup> through, 22<sup>nd</sup> September had cost CCA fourteen medium tanks and seven light tanks, totally destroyed, and a casualty list of 25 killed and 88 wounded. The German losses cannot be accurately determined, but two panzer brigades had been wrecked as combat units, without bringing the *Fifth Panzer Army* appreciably closer to the Moselle.

### **ARRACOURT DESIGNER NOTES**

The ARRACOURT Campaign game has its genesis in the 1994 OctoBear tournament, from the fertile mind of Paul Haseler. Although I didn't play in the Arracourt tournament, I played the campaign through at a later date and immediately fell in love with the M18 Hellcat, and the Arracourt battle as a whole. After the release of the first Platoon Leader©, this was the very first campaign I ever tried to convert using the Platoon Leader rules, Paul's campaign and the ASL Chapter H rules. That incarnation, (Version 1) is still available on the Internet, and over the years it has received some favourable comment.

As time went by, and I spent more time researching the Arracourt battles, the one of the largest armoured engagement of the U.S. Army in World War 2, I found several interesting features of the battle had been skipped over. Firstly, that the number of German Panther and PzKfw IV tanks represented in the campaign game were far too few, that the German crews were quite inexperienced, fresh from training schools, whilst the American tank crews were experience veterans, with high morale after the breakout from Normandy and an impressive list of victories culminating in the pursuit of the Wehrmacht across France to Lorraine. Even more impressive was the extent of the American victory at Arracourt, smashing two Panzer Brigades for the loss of some 20 tanks and 100 casualties.

Finding information about Arracourt was quite a challenge. Of particular assistance with research were Pedro Ramis and David Prasse, both supplying some invaluable information about the battle and the German Order of Battle. For a large armoured battle, and a showcase for U.S. armoured forces, it had remarkably little written on it. This makes some sense if you look at the dates, 19<sup>th</sup> - 22<sup>nd</sup> September, 1944. Operation

Market-Garden, and the deadly struggle at Arnhem consumed the world's interest then, and still to this day apparently. After the race across France in August, and then followed by the Battle of the Bulge in December, the battle at Arracourt was strategically unimportant, hence less newsworthy.

With the release of Platoon Leader 2.5, I did a quickie update (Version 2) to convert the original Version 1 rules to correspond to the PL2.5 rules, but without any other change. This wasn't very satisfying for me as a designer, and I cast around for ways to fit the battle into the more conventional, Red Barricades, KGP style campaign without losing the dispersed forces fighting over open country feel. One important feature of the Arracourt battles was the insignificance of any particular terrain feature, there was no key point, no resolute stand, the battle flowed over the entire area, with Platoon, Company or Battalion sized engagements on every day of the 4 day battle.

What I eventually hit upon was using multiple mapboard groups (in fact three CG Scenarios with variable map groups) for each CG Date, with 2 CG Dates per day (except on the 21<sup>st</sup> which was a quiet day). This meant that the US and German forces were split up over several scenarios, and usually this brought the counter numbers down to conventional ASL scenario sizes. This is more or less what I was looking for, scenarios that were quick to play, had no perimeter bookkeeping, could be played by multiple players and lived out the promise of KGP, a big US vs. German CG that was fun to play.

It also meant I had to modify the Refit Phase to take account of the up to 3 CG Scenarios between each Refit, and hence the InterPhase was born. The role of the InterPhase was essentially to tidy up each

completed CG Scenario and move to the next CG Scenario, and eventually to the next Refit Phase at the end of three CG Scenarios. A FlowChart is included on Page 23 to assist players with this change.

There were several other modifications for Version 3. The SSR for US Crews and German Crews are included to give a more historical flavour to the campaign, and the Germans were compensated by increased Panther and Panzer IV numbers. The US advantages are in speed and mobility, whilst the German disadvantages are in accuracy and flank armour. If the US tanks try to slug it out with the Germans, they are likely to be sluggish (as historically they generally were). Speed and mobility are the key ingredients for the US player, since the Germans will find it hard to hit moving US tanks, whilst the expanded flank area and undepleteable APCR should give the US tanks better penetration possibilities. The rules for the US TDs also were aimed at their historical performance, low slung, fast and able to take advantage of the undulating ground.

Other SSR are addressed towards tidying up some of the stranger effects of the ASL Rules. OBA Observers are essentially just a mechanism for reducing the luck factor of onboard observers, and recreating the historical use of specialist Forward Observers in both armies. Vehicle replacement for surviving crews similarly is aimed at giving vehicle crews their historical worth as specialists. The Panzerfaust rule is aimed at making them more historically accurate, and reducing the fearsome anti-tank capability of German infantry to what seemed their role in this battle. Otherwise the SSR are pretty much simple housekeeping items.

Perhaps the hardest rules to develop were the CG Scenario victory conditions (and hence the CG Victory Conditions). After a

bit of playtesting, and looking at the historical objectives of the two forces, it was decided to give the Germans the incentive of Exit VP, but not the Americans. The reasons for this were twofold. Firstly, the Germans were historically trying to break through and relieve the 553<sup>rd</sup> VolksGrenadier Division at Nancy, and the CCA of the 4<sup>th</sup> Armored Division was trying to stop them. Secondly, an incentive was needed to have the US player split up his force to cover all three mapgroups, rather than concentrating his force for a monster battle. This gives the Germans the initiative advantage they historically enjoyed, and demonstrates the advantages of light screening forces with a in-depth Reserve that historically used by the Americans (and every other army in defence).

Speaking of Reserves, the concept of "Reserves" as used in Red Barricades and KGP is not used here. Partly this is because I feel that these RB & KGP "Reserves" is a misnomer, they are really the second line of defence, not Reserves in the classical sense. The other reason was that with such mobile battles and the distances involved, even on map, the difference between on-map setup and "Reserve" was negligible. Instead I chose to make reserves setup offboard and be available as reinforcements, with a time delay to reflect the reluctance of most commanders to commit reserves without justification. In fact all of Task Force 4 is a reserve in the common military usage, with Reserves in TF4 being those of a higher level (Battalion or Combat Command) rather than immediate Company or Platoon reinforcements.

So I hope you give Arracourt a go, and I'd particularly like to know what regard you hold for the InterPhase and 3 CG Scenario per Date concept. Sometimes these things are hard to write down.

## REFIT PHASE AND INTERPHASE FLOWCHART

Start the CG Date here (1.7)



- Set SAN to start level (1.72) (1.231)
- Recombine HS (1.731)
- roll for Vehicle Replacement for Vehicle crews (1.732)
- Battle Harden SMC & MMC (1.74), promote SMC from the ranks (1.75)
- Roll for CPP replenishment (1.76)
- Roll for ELR loss/gain (1.77)
- Determine Weather for new CG Date (1.78)

Start Initial CG Date here



- Purchase new RG, including units for on-map setup (1.7911) or Reserve (1.7912)
- Make rolls for OBA Module strength, Leaders & Armour Leaders. (1.8)
- Purchase Attack Chits (1.81)
- Determine map configuration of all 3 CG Scenarios, place any overlays. (1.82)
- Place Initial/Retain units in TFs 1-4 (1.83) (1.23)
- Place any purchased RG in TF4 [EXC: RG with **Note a** or with **Note r** at additional 2 CPP cost may be placed in TFs 1-3] (1.83) (1.232)
- Place any purchased Reserves (1.7912) in Reserve Box of the Task Force Organisation Chart (1.83) (1.232)

Interphase



- Both sides select initiative (Attack or Idle) for CG Scenario 1 (1.621)
- Resolve scenario as per Scenario type (1.6211)
- Determine CG Scenario 1 Victory Conditions (1.6212)
- Determine wind and E.C (1.631)
- Both sides set up as per scenario conditions (1.632 - 1.633)
- Conduct Recon (1.634)
- Play out Scenario 1



- Both sides select initiative (Attack or Idle) for CG Scenario 2 (1.621)
- Resolve scenario as per Scenario type (1.6211)
- Determine CG Scenario 2 Victory Conditions (1.6212)
- Determine wind and E.C (1.631)
- Both sides set up as per scenario conditions (1.632 - 1.633)
- Conduct Recon (1.634)
- Play out Scenario 2



- Both sides select initiative (Attack or Idle) for CG Scenario 3 (1.621)
- Resolve scenario as per Scenario type (1.6211)
- Determine CG Scenario 3 Victory Conditions (1.6212)
- Determine wind and E.C (1.631)
- Both sides set up as per scenario conditions (1.632 - 1.633)
- Conduct Recon (1.634)
- Play out Scenario 3



**New Refit Phase. (1.7)**  
Return to top of Chart



## **ANZAC Scenario Design Competition**

Paddington Bears are looking for new scenario designs for an ANZAC pack, and in order to represent the best this country can offer, we are throwing the gauntlet down to all and sundry, but specifically ASL players from all states and territories of Australia, and our Tasman neighbours, New Zealand.

To enter the competition, you must design a scenario! Sounds simple enough, however, there are a few requirements that must be met, and then the criteria by which the winners will be judged.

### **Minimum Requirements**

1. The scenario must feature ANZAC ground units in some form
2. There must be a 200-300 word accompanying section of notes that explains what inspired the scenario, either historical situations (taken from particular books etc), hypothetical scenarios (again explaining if from a book or as an original idea) or playtest notes.
3. Scenarios must be presented in either text format or in graphic plus text format in MSWord or MS Publisher (but also could be WordPro or WordPerfect), but must be able to be printed out.

### **The Judges (alphabetically)**

1. Paul Haseler (Chief Judge)
2. David Longworth (Deputy Chief Judge)
3. Mark McGilchrist
4. Paul Seage
5. Alan Smee

*Judgement must be by majority of judges. Judiciary are eligible to enter competition, but not to judge their own entry. (Ties to be resolved by casting vote of Chief Judge or Deputy Chief Judge). All judgements are final and no correspondence will be entered into. Bribes must be in Australian dollars.*

### **Judgment Criteria (in order of importance)**

1. Playability
2. Interest/Novelty of scenario victory conditions and tactics.
3. Toys, interesting units or equipment, or use of specialist abilities.
4. Special Rules; well written, precise and adding to the flavour of the scenario.
5. Historical or hypothetical interest.
6. Visual presentation of scenario, presentation form and function.
7. Comprehensive accompanying notes and playtest reports.

***In short, interesting, playable scenarios that look good, and have a set of scenario notes to accompany them!***

### **Prizes**

- 1<sup>st</sup> A\$200
- 2<sup>nd</sup> A\$100
- 3<sup>rd</sup> A\$50

**Closing Date:** 31<sup>st</sup> November 2000 (sorry, no extensions)

**Winners announced:** CANCON 2001